IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method comprising:

receiving a first data from a first party through an input module directly into a

multiplexing device or a plurality of multiplexing devices;

receiving a second data from a second party into a first jitter buffer, processing the

second data from the second party, and sending a second output data from the

first jitter buffer to a the multiplexing device or a the plurality of multiplexing

devices; and

receiving a third data from a third party into a second jitter buffer, processing the

third data from the third party, and sending a third output data from the

second jitter buffer to a the multiplexing device or a the plurality of

multiplexing devices, wherein the first data received from the first party is

not received into the first or the second jitter buffer; and

determining whether to combine the second output data and the third output data into

a first output data for the first party subsequent to the receiving the first data

based on a connect message.

2. (Previously Presented) The method of claim 1 wherein the data from the first party, the second party and the third party comprises packetized voice data.

3-4. (Cancelled)

5. (Original) The method of claim 1 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

6. (Original) The method of claim 1 wherein the first party, second party, and the third party are communicating through a three-way phone call.

7. (Original) The method of claim 1 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

8. (Currently Amended) An apparatus comprising:

multiplexing logic and circuitry for a multi-stream voice application;

a first jitter buffer logic block and circuitry coupled with the multiplexing logic and

circuitry for a the multi-stream voice application, the first jitter buffer logic

block and circuitry to receive a second data from a destination subscriber, the

first jitter buffer logic and circuitry sending a second output data to the

multiplexing logic and circuitry based on the second data;

a second jitter buffer logic and circuitry coupled with the multiplexing logic and

circuitry for the multi-stream voice application, the second jitter buffer logic

and circuitry to receive a third data from and an add-on subscriber, the second

jitter buffer logic and circuitry sending a third output data to the multiplexing

logic and circuitry based on the third data;

an input logic and circuitry coupled with the multiplexing logic and circuitry for the

multi-stream voice application, the input logic and circuitry to receive a first

data and not

from an originating subscriber; and

~~a multiplexing logic block for the multi-stream voice application; and~~

an output logic ~~block~~ and circuitry for the multi-stream voice application, the output

logic and circuitry to receive a first output data from the multiplexing logic

and circuitry, the output logic and circuitry to send the first output data to an

output logic and circuitry associated with the originating subscriber, wherein

the multiplexing logic and circuitry determining whether to combine the

second output data and the third output data for the first output data

subsequent to the receiving the first data based on a connect message.

9. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts

packetized voice data.

10. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts

packetized video data.

11. (Currently Amended) The apparatus of claim 8 wherein the multiplexing logic ~~block~~ and

circuitry mixes data from multiple streams.

12. (Currently Amended) A system comprising:

a processor;

~~memory~~ computer readable media connected to the processor storing instructions for

multi stream jitter buffers for packetized voice applications executed by the

processor;

storage connected to the processor that stores a software code having a plurality of

separately compliable routines, wherein the processor executes the instructions

on the code to

receive a first data from a first party through an input module directly

into a multiplexing module or a plurality of multiplexing

modules;

receive a second data from a second party into a first jitter buffer,

processing the second data from the second party, and sending

a second output data from the first jitter buffer to ~~a~~the

multiplexing module or ~~a~~the plurality of multiplexing modules;

~~and~~

receive a third data from a third party into a second jitter buffer,

processing the third data from the third party, and sending a

third output data from the second jitter buffer to ~~a~~the

multiplexing module or the~~a~~ plurality of multiplexing modules,

wherein the first data received from the first party is not

received into the first or the second jitter buffer; and

determine whether to combine the second output data and the third

output data into a first output data subsequent to the receiving

the first data based on a connect message.

13. (Previously Presented) The system of claim 12 wherein the data received from the first

party, the second party and the third party comprises packetized voice data.

14-15. (Cancelled)

16. (Original) The system of claim 12 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

17. (Original) The system of claim 12 wherein the first party, second party, and the third party are communicating through a three-way phone call.

18. (Original) The system of claim 12 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

19. (Currently Amended) A computer readable storage medium containing executable computer program instructions which when executed cause a method for accessing data in a memory to be performed, said method comprising:

  receiving a first data from a first party through an input module directly into a
    multiplexing device or a plurality of multiplexing devices;
  receiving a second data from a second party into a first jitter buffer, processing the
    data from the second party, and sending a second output data from the first
    jitter buffer to athe multiplexing device or athe plurality of multiplexing
    devices; and
  receiving a third data from a third party into a second jitter buffer, processing the third
    data from the third party, and sending a third output data from the second jitter
    buffer to athe multiplexing device or athe plurality of multiplexing devices,
    wherein the first data received from the first party is not received into the first

or the second jitter buffer; and

determining whether to combine the second output data and the third output data into

a first output data subsequent to the receiving the first data based on a connect

message.

20. (Previously Presented) A computer readable medium as in claim 19 wherein the data

from the first party, the second party and the third party comprises packetized voice data.

21-22. (Cancelled)

23. (Original) A computer readable medium as in claim 19 wherein the multiplexing device

or the plurality of multiplexing devices comprises a voice mixing device or a plurality of

voice mixing devices.

24. (Original) A computer readable medium as in claim 19 wherein the first party, second

party, and the third party are communicating through a three-way phone call.

25. (Original) A computer readable medium as in claim 19 wherein the first party is

communicating with the second party and the third party through a call-waiting feature.

26. (Currently Amended) A system, comprising:

    means for receiving a first data from a first party through an input module directly

        into a multiplexing device or a plurality of multiplexing devices;

    means for receiving a second data from a second party into a first jitter buffer,

processing the <u>second</u> data from the second party, and sending <u>a second</u> output

data from the first jitter buffer to <u>the</u><s>a</s> multiplexing device or <s>a</s><u>the</u> plurality of

multiplexing devices; <s>and</s>

means for receiving <u>a third</u> data from a third party into a second jitter buffer,

processing the <u>third</u> data from the third party, and sending <u>a third</u> output data

from the second jitter buffer to <s>a</s><u>the</u> multiplexing device or <s>a</s><u>the</u> plurality of

multiplexing devices, wherein the <u>first</u> data received from the first party is not

received into the first or the second jitter buffer<u>;and</u>

<u>means for determining whether to combine the second output data and the third output</u>

<u>data into a first output data subsequent to the receiving the first data based on</u>

<u>a connect message.</u>

27. (Previously Presented) The system of claim 26 wherein the data from the first party, the

second party and the third party comprises packetized voice data.

28-29. (Cancelled)

30. (Original) The system of claim 26 wherein the multiplexing device or the plurality of

multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

31. (Original) The system of claim 26 wherein the first party, second party, and the third

party are communicating through a three-way phone call.

32. (Original) The system of claim 26 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

33. (Currently Amended) The method of claim 1, further comprising:

sending the first output data from ~~one~~ the multiplexing device or the~~a~~ plurality of multiplexing devices to a first output device;

sending the second output data from the multiplexing device~~one~~ or ~~a~~ the plurality of multiplexing devices to a second output device; and

sending the third output data from the multiplexing device~~one~~ or ~~a~~ the plurality of multiplexing devices to a third output device.

34. (Currently Amended) The system of claim 12, wherein the process further causes the process to

send the first output data from the multiplexing device~~one~~ or ~~a~~ the plurality of multiplexing modules to a first output module;

send the second output data from the multiplexing device~~one~~ or ~~a~~ the plurality of multiplexing modules to a second output module; and

send the third output data from the multiplexing device ~~one~~or ~~a~~ the plurality of multiplexing modules to a third output module.

35. (Currently Amended) The computer readable medium as in claim 19, wherein the method further comprises:

sending the first output data from the multiplexing device~~one~~ or ~~a~~ the plurality of multiplexing devices to a first output device;

sending the second output data from the multiplexing device~~one~~ or ~~a~~ the plurality of

multiplexing devices to a second output device; and

sending the third output data from ~~one~~ the multiplexing device or ~~a~~ the plurality of

multiplexing devices to a third output device.

36. (Currently Amended) The system of claim 26, further comprising:

means for sending the first output data from the multiplexing device~~one~~ or ~~a~~ the

plurality of multiplexing devices to a first output device;

means for sending the second output data from the multiplexing device ~~one~~ or ~~a~~ the

plurality of multiplexing devices to a second output device; and

means for sending the third output data from the multiplexing device~~one~~ or ~~a~~ the

plurality of multiplexing devices to a third output device.

37. (Previously Presented) The apparatus of claim 8 wherein the originating subscriber,

destination subscriber, and an add-on subscriber are communicating through a three-way

phone call.

38. (Previously Presented) The apparatus of claim 8 wherein the originating subscriber is

communicating with the destination subscriber, and the add-on subscriber through a call-

waiting feature.